DREAMBLADE™

CHRYSOTIC PLAGUE™ ENCYCLOPEDIA

DREAMBLADE™

Akiza Champion

0: Twin of Akiza Guardian — You may exchange this creature with an Akiza Guardian in your reserves.

Rejoinder 2 — This creature's power is equal to twice the number of local enemies.

6 ✕ ✶ 6|6

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Akiza Guardian

0: Twin of Akiza Champion — You may exchange this creature with an Akiza Champion in your reserves.

Bodyguard — Opponents can't assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

6 ✕ 2 6|7

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Battleweaver
Janus J

: Advance & Skirmish — You may move target unengaged ally one cell and may move target engaged ally one cell in either order.

An army of two.

6 ✕ 3 7|7

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Mask Dancer

Defender — This creature can't move into an enemy-occupied cell when you shift.

: Attract — You may pull target ally one cell. *("Pulling" means moving a creature closer.)*

4 ✕ 3 6|7

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Mujina
Bloodcut B

: Skirmish Self — If this creature is engaged, you may move it one cell.

For the mujina, one battle is never enough.

7 ✕✕ 3 6|6

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Pearlthorn Dragon Knight
Janus J

2: Rally 2 — You may move up to two target adjacent allies into this cell. *(You can't break the stacking limit with this ability.)*

True dragons see this Janus creation as an insult.

11 ✕✕ 6 11|11

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Ravencloak Visionary

Somewhere ahead, the future is always sharp and black. That's the part she sees.

5 ✕ 3 6|7

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Seraph

: Advance — You may move target unengaged ally one cell.

She covers herself not out of modesty but compassion. Her beauty would sear your soul.

3 ✕ 2 3|4

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Shimmersword Merc

0: Twin of Shimmersword Sergeant — You may exchange this creature with a Shimmersword Sergeant in your reserves.

Loner — This creature can't attack with other creatures.

Two bodies . . .

9 | 5 | 11|12

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Shimmersword Sergeant

0: Twin of Shimmersword Merc — You may exchange this creature with a Shimmersword Merc in your reserves.

: Crit 1 — Deal +1 damage this combat.

. . . one soul.

9 | 3 | 9|10

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Thrice-Crowned Androgyne

Janus J

: Exile — If target local enemy becomes disrupted this combat, you may place it in an occupied nonlocal cell.

Their majesties are not amused.

3 | 1 | 4|4

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Tower of Unquenched Flame

: Whenever a player would skip his or her spawn phase, if that player controls a local creature, he or she doesn't skip his or her spawn phase this turn.

The tower withstands all.

2 | Location

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Valkyrie Moonrider

Reinforce Valor — You may spawn this creature in any cell that contains a Valor ally.

: Cleanse — Remove target creature in an opponent's graveyard from the game.

8 | 4 | 7|8

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War Toller

: Heroics 4 — If you control fewer local creatures than target opponent, deal +4 damage this combat.

Ask not for whom the bell tolls . . .

10 | 5 | 9|11

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Zungar Standardbearer

: Skirmish — You may move target engaged ally one cell.

Are they the hope of what could be, here to dream themselves into existence?

8 | 4 | 8|9

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Arsonist

: Unmake — Banish target local or adjacent location that an opponent controls.

Arson is his vocation.
Self-immolation is just for fun.

6 2 5|11

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Aviax Cowboy

X: Mindlock — Take control of target local creature with spawn cost X until end of turn. *(You can't break the stacking limit with this ability.)*

"Giddyup!"

6 2 2|6

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Buzzkill Clown

: Wound Self 5 — This creature takes 5 damage. *(When you damage your own creatures, the opponent makes decisions about their disruption and destruction.)*

A clown can get away with murder.

7 5 5|10

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Canis Horribilis S
Stitched

: Deathform 5 — You may exchange this creature with target creature in your graveyard with spawn cost 5 or less.

Loyal unto death and beyond.

4 3 3|7

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Drakesnail J
Janus

: Deathrip Enemies — Choose a single-blade ability of target creature in an opponent's graveyard. Until end of phase, this creature has that ability. Activate that ability as if were assigned to it.

11 5 7|14

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Freakazoid J
Janus

Flux Fortunate — Whenever this creature attacks, you may reroll up to X attack dice, where X is the conquest-point value of the local cell.

Few oneironauts have clearance, or the nerve, to wield the freakazoid.

8 4 5|10

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Ghost of the Key

Phantom — Whenever this creature attacks, local enemies can't be destroyed this combat.

Once death's door is locked, souls will wander the dreamscape forever.

7 6 4|10

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Gutsoup Golem S
Stitched

: Warpstrike 3 — Make a 3-power attack against target nonlocal enemy.

6: Respawn — You may spawn this creature from your graveyard as if it were in your reserves without paying its cost.

8 4 4|8

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Illuminati Pyramid

If this cell is a scoring cell for a player, its conquest-point value increases by 3 for that player.

It sees all, knows all, is all.

5 Location

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Octorilla

3: **Brainblast 5 —** Make a separate 5-power attack against each nonlocal enemy in this column.

Those who survive the brain blast are never quite the same.

11 5 4|10

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Probability Walker (J)
Janus

: Transpose Enemies — Exchange the positions of two target enemies.

$$H(t)\,|\psi(t)\rangle = i\hbar\frac{\partial}{\partial t}|\psi(t)\rangle$$

5 2 3|6

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Skittering Smeech

Smeeches harvest "parts" for Baxar the Soulstitcher. He pays them with leftover skins.

5 3 2|12

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Slaughterwheel (S)
Stitched

: Deathrip — Choose a single-blade ability of target creature in your graveyard. Until end of phase, this creature has that ability. Activate that ability as if were assigned to it.

9 5 5|13

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Swordstrider (L)
Lost

Mimic — Whenever this creature is chosen as an attacker, its power that combat is equal to the power of target local creature without Mimic.

It never stops learning . . . or killing.

6 0 3|7

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Tattooed Squashbug (Hv)
Hiveling

Shapechange — Whenever you would spawn a creature in a nonlocal cell, you may sacrifice this creature to spawn that creature here instead.

Think of it as a big, squishy present.

3 1 4|8

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Baba Yaga's Hut

At the beginning of the conquest phase, if you control more creatures in this cell than each opponent, your creatures can claim this cell this turn.

0: Move this location one cell.

Home is where the hut is.

3 — Location

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Backalley Skuntch

: Dampen 1 — All creatures cost **1** more to spawn.

He feeds on the energy that makes dreams real.

6 — 4 — 4|6

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Beetleback Mass

Hiveling Hv

: Venom 3 — Assign 3 venom points to target local enemy. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

: Venom 2

9 — 5 — 8|11

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Blood-Ash Archer

The Blood-Ash army has repeatedly stormed and razed Castle Pearlthorn. Valorous dream lords have had to keep bringing it back into existence.

6 — 4 — 6|9

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Boogeyman

: Gloom — Move each creature one cell closer to its owner's spawn row. Move the creatures closest to the spawn row first. *(You can't break the stacking limit with this ability.)*

: Expel — You may move target engaged enemy one cell.

9 — 3 — 5|8

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Chrysota's Chapel

Hiveling Hv

: Venom 4 — Assign 4 venom points to target local enemy. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

: Venom 2

4 — Location

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Infernal Preacher

Hellbred H

1: Frightwave — Roll an initiative die. Push each enemy creature of that spawn cost or less one cell. *("Pushing" means moving a creature away.)*

Listen and be forever damned.

8 — 3 — 9|11

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Lord Slobber

: Appease — When this creature comes into play, sacrifice a creature.

: Raise — Put target creature from your graveyard into your reserves.

2 — 3 — 3|6

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Lungthief Beetle — *Hiveling* — Hv

: Deathwish — Sacrifice this creature.

The secret of immortality is carved in its carapace, in runes only the dead can decipher.

6 — 4 — 7|10

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Medusa

Unique Medusa

: Petrify — Target opponent chooses local creature he or she controls. Destroy that creature.

She turns your hopes to stone.

7 — 3 — 6|8

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Prince of Blades

: Death Cycle — Destroy target local creature with spawn cost X. That creature's controller may put a creature with spawn cost X or less from his or her reserves into the local cell.

5 — 2 — 4|7

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Queen Chrysota — *Hiveling* — Hv

Unique Chrysota

Channel Hiveling 1 — Your Hivelings cost 1 less to spawn.

Hiveling Frenzy — Whenever one or more local or adjacent Hivelings attack, you may reroll all the attack dice.

8 — 3 — 5|7

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Ropestrung Scarecrow

: Scare — You may push target unengaged enemy one cell. *("Pushing" means moving a creature away.)*

Its victims' blood feeds the eerie crops of the dreamscape.

7 — 3 — 6|9

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Spine Bug — *Hiveling* — Hv

Hiveling Swarm — This creature's power is equal to the number of local Hivelings you control.

The spine bug eats its host last.

3 — * — 3|5

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Toxic Sludger

Blight — Locations lose their abilities while they are local or adjacent to this creature.

The sludger's toxic breath dissolves the dreamscape itself.

9 — 4 — 8|12

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Aviax Firebrand

: War Cry — Choose a local or adjacent cell. Move each creature adjacent to that cell into that cell. *(You can't break the stacking limit with this ability.)*

Rage answers his call.

9 | 3 | 7|9

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Bloodsucker
Hiveling

: Crit 3 — Deal +3 damage this combat.

: Ferocity — If target local enemy becomes disrupted this combat, destroy it instead.

It harvests blood to feed the queen.

8 | 4 | 5|7

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Borg Penitent

: Provoke — At the beginning of the opponent's first action phase this turn, if there are local enemies, the opponent must strike during that action phase.

The borg penitent prays for death.

4 | 1 | 1|2

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Caged Grawlth

Constrained — This creature can't move into an empty cell when you shift.

Baxar caged it for his own amusement.

11 | 9 | 8|10

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Crazed Maenad

: Crit 2 — Deal +2 damage this combat.

: Mutation 10 — You may exchange this creature with target creature in your reserves with spawn cost 10 or less.

6 | 3 | 4|5

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Doctor Agony

"Paging Doctor Agony."

6 | 5 | 4|5

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Hazardin Grenadier

Deathblast 4 — Whenever this creature is put into your graveyard, make separate 4-power attacks against each enemy that was local to it and destroy target location an opponent controls in that cell.

5 | 3 | 2|3

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Hiveling Overlord
Hiveling

: Hivetunnel — You may put this creature into a cell that contains a Hiveling ally.

: Venom Cloud 3 — Assign 3 venom points to each local creature. Each phase, if a creature is assigned venom points equal to or greater than its spawn cost, destroy it.

7 | 3 | 5|8

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Hungry Ghost

❶: Bloodlust — If this creature is unengaged, you may move it into an adjacent enemy-occupied cell.

His belly is huge, his mouth is tiny, and his hunger is endless.

❺ 4 3|4

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Little Charmer

Hellbred (H)

: Crit 5 — Deal +5 damage this combat.

: Crit 3 — Deal +3 damage this combat.

: Tantrum — Sacrifice a local creature.

⓬ 7 7|10

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Murderous Widow

Loner — This creature can't attack with other creatures.

: Crit 1 — Deal +1 damage this combat.

Steadfast — This creature takes no damage from deathblows.

❻ 6 3|4

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Succulent Creeper

: Lure — You may pull target unengaged enemy one cell. *("Pulling" means moving a creature closer.)*

Its scent is irresistible.

❸ 2 2|4

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Warfang Keep

Local and adjacent enemies are worth +1 conquest point when destroyed.

The keep's walls are lined with the bones of those who dared assault it.

❷ Location

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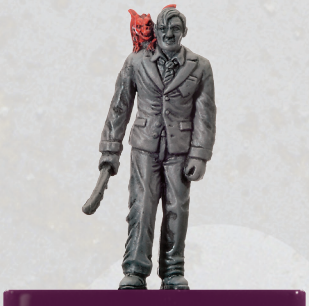

Whispering Imp

Hellbred (H)

: Mutation 6 — You may exchange this creature with target creature in your reserves with spawn cost ❻ or less.

"I have great plans for you. Just listen."

❹ 3 2|3

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World Eater

: Crit 2 & Trample — Deal +2 damage this combat. If each local enemy has been assigned enough damage to disrupt or destroy it, you may assign any extra damage to enemies in target adjacent cell.

⓫ 8 6|8

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